

Graph Theory

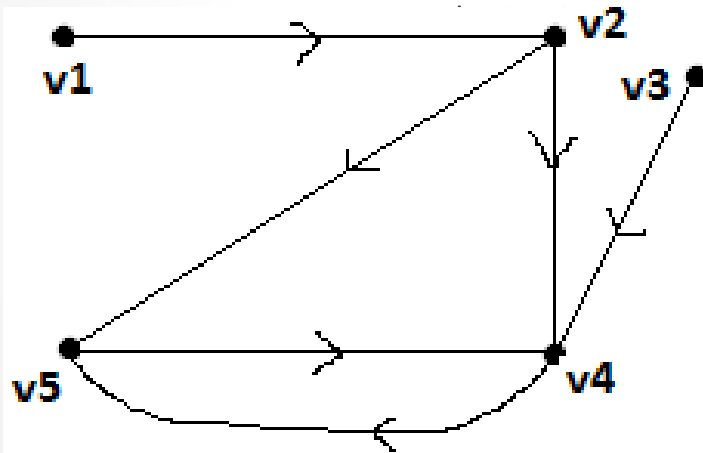
Operations on Graphs

Lecture 3

Adjacency Matrix of a digraph

It is defined in similar fashion as it defined for undirected graph.

For Example,



	v1	v2	v3	v4	v5
v1	0	1	0	0	0
v2	0	0	0	1	1
v3	0	0	0	1	0
v4	0	0	0	0	1
v5	0	0	0	1	0

Adjacency Matrix of a diagraph

- Sum of all a_{ij} in each row is equal to $\deg(V_i)$
- If sum of all $a_{ij} = 0$, then V_i is an isolated vertex (if 1, then pendant), (if % 2, then even, else odd).
- Parallel edges between vertices will have identical columns
- A disconnected graph (of two components G_1 , and G_2 can be written in block-diagonal form:

$$A(g) = \begin{bmatrix} A_1(g_1) & 0 \\ 0 & A_2(g_2) \end{bmatrix}$$

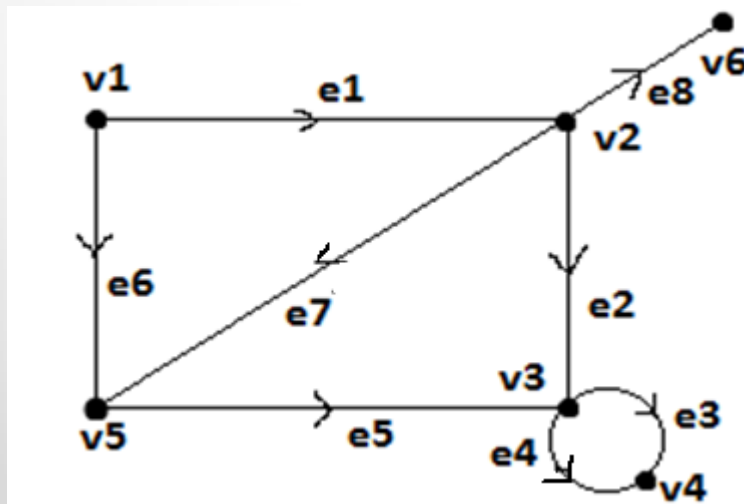
- There cannot be more than two one's in any column of an incidence matrix (2 for normal edges, 1 for loops)

Incident matrix of diagraph

Given a graph G with n , e & no self loops is matrix $x(G)=[X_{ij}]$ of order $n \times e$ where n vertices are rows & e edges are columns such that, $X_{ij}=1$, if j th edge e_j is incident out i^{th} vertex v_i

$X_{ij}=-1$, if j th edge e_j is incident into i^{th} vertex v_i

$X_{ij}=0$, if j th edge e_j not incident on i^{th} vertex v_i .



	e1	e2	e3	e4	e5	e6	e7	e8
v1	1	0	0	0	0	1	0	0
v2	-1	1	0	0	0	0	1	1
v3	0	-1	1	1	-1	0	0	0
v4	0	0	-1	-1	0	0	0	0
v5	0	0	0	0	1	-1	-1	0
v6	0	0	0	0	0	0	0	-1

Circuit Matrix

- Circuit can be defined as “A close walk in which no vertex/edge can appear twice”.
- If edge of graph is a part of given circuit then put 1 else 0.

Theorem

If B is a circuit matrix, and A is an incident matrix, then every row of B is orthogonal to every row of A . In other words,

$$A \cdot B^T = B \cdot A^T = 0$$

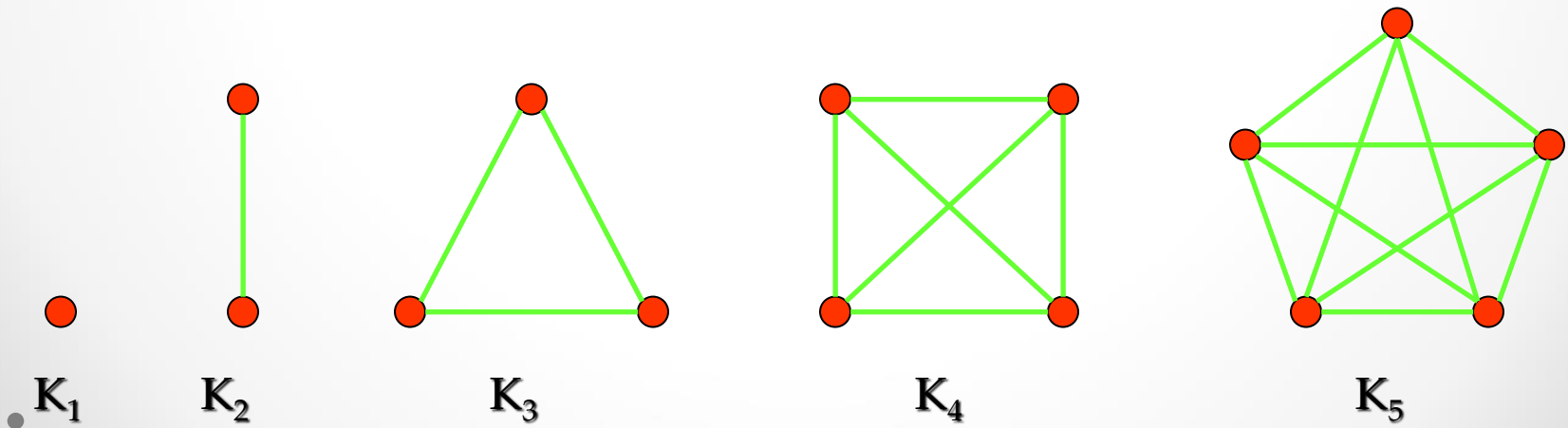
Complete Graph

Definition: Let G be simple graph on n vertices. If the degree of each vertex is $(n-1)$ then the graph is called as **complete graph**.

Complete graph on n vertices, it is denoted by K_n .

Theorem: In complete graph K_n , the number of edges are

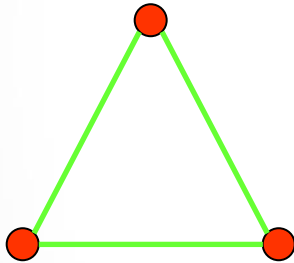
$n(n-1)/2$, For example,



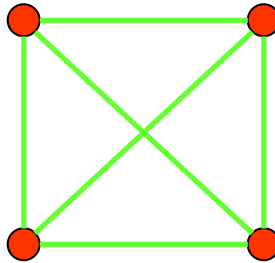
Regular Graph

Definition: If the degree of each vertex is same say 'r' in any graph G then the graph is said to be a **regular graph** of degree r.

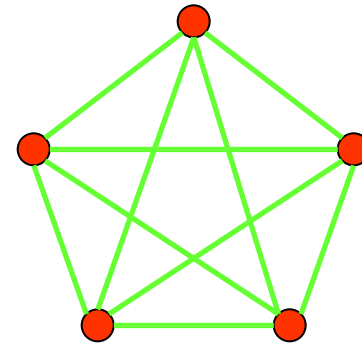
For example,



K_3



K_4



K_5

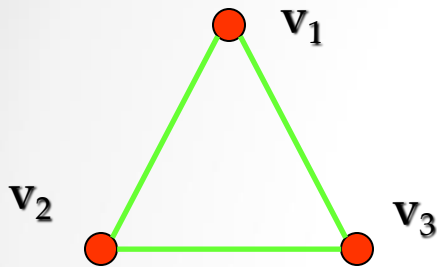
Bipartite Graph

Definition: The graph is called as **bipartite graph** , if its vertex set V can be partitioned into two distinct subset say V_1 & V_2 . such that $V_1 \cup V_2 = V$ & $V_1 \cap V_2 = \emptyset$ & also each edge of G joins a vertex of V_1 to vertex of V_2 .

A graph can not have self loop.

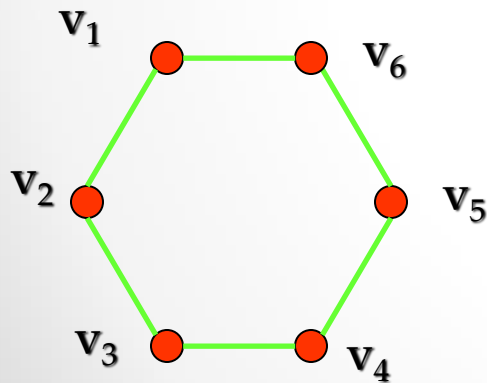
Bipartite Graphs

Example I: Is G_1 bipartite?

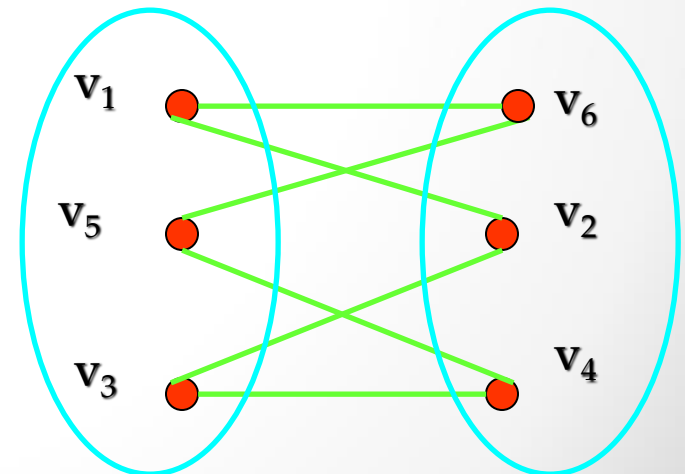


No, because there is no way to partition the vertices into two sets so that there are no edges with both endpoints in the same set.

Example II: Is G_2 bipartite?



Yes, because we can display G_2 like this:



Handshaking Lemma

Theorem: The graph G with e no. of edges & n no. of vertices, since each edge contributes two degree, the sum of the degrees of all vertices in G is twice no. of edges in G .

i.e. $\sum_{i=1}^n d(v_i) = 2e$ is called as **Handshaking Lemma**.

Example: How many edges are there in a graph with 10 vertices, each of degree 6? **Solution:** The sum of the degrees of the vertices is $6 \times 10 = 60$. According to the Handshaking Theorem, it follows that $2e = 60$, so there are 30 edges.

Some more Theorems

Theorem: Theorem 3

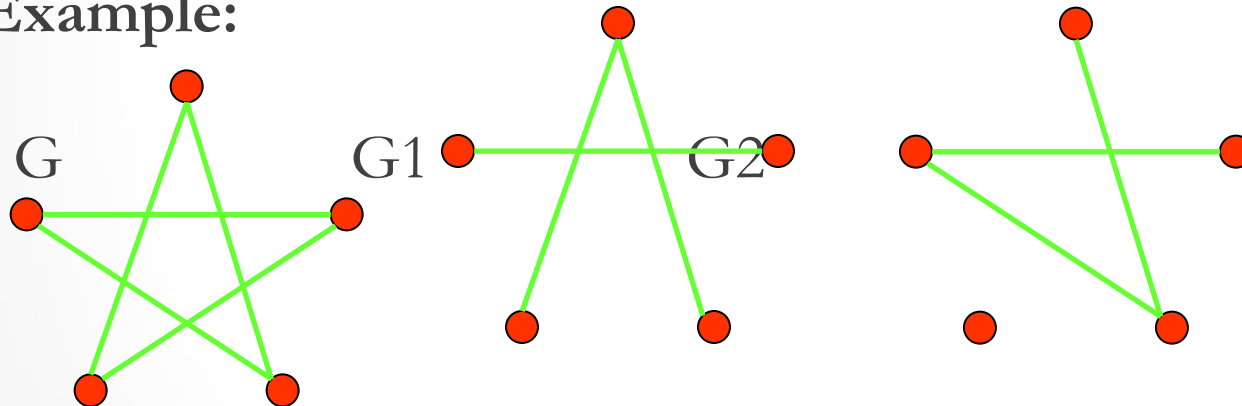
The number of vertices of odd degree in a graph is always even.

Example: How many edges are there in a graph with 10 vertices, each of degree 6? **Solution:** The sum of the degrees of the vertices is $6 \cdot 10 = 60$. According to the Handshaking Theorem, it follows that $2e = 60$, so there are 30 edges.

Spanning Graph

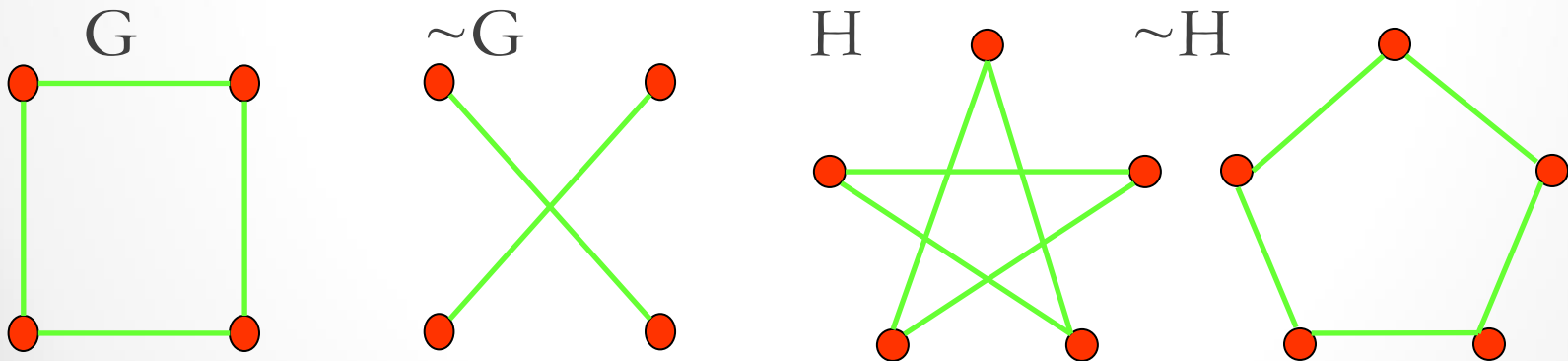
Definition: Let $G=(V, E)$ be any graph. Then G' is said to be the **spanning subgraph** of the graph G if its vertex set V' is equal to vertex set V of G .

For Example:



Complement of a Graph

Definition: Let G is a simple graph. Then **complement of G** denoted by $\sim G$ is graph whose vertex set is same as vertex set of G & in which two vertices are adjacent if & only if they are not adjacent in G . **For Example:**



Operations on Graphs

Unary Operations:

- Local changes, e.g., add/delete a vertex, add/delete an edge. Deletion implies removal of vertex, as well as all edges incident to it.
- Edge Contraction: Process of removing an edge $eu;v$ from a graph G while simultaneously merging adjacent vertices $u; v$ into an arbitrary vertex w , such that all adjacent vertices of u are now adjacent to w , and all adjacent vertices of v are now adjacent to w .

Operations on Graphs

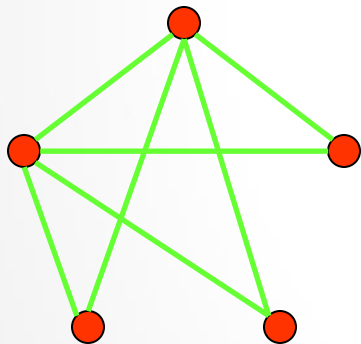
Binary Operations:

- **Union:** of two graphs $G1 = (V1; E1)$ and $G2 = (V2; E2)$ is $G3 = G1 \cup G2$, whose set is given as $(V3; E3) = (V1 \cup V2; E1 \cup E2)$.
- **Intersection:** of two graphs $G1 = (V1; E1)$ and $G2 = (V2; E2)$ is $G3 = G1 \cap G2$, whose set is given as $(V3; E3) = (V1 \cap V2; E1 \cap E2)$. (I.e., only includes common vertices and edges of $G1$ and $G2$)
- **Ring Sum:** of two graphs $G1 = (V1; E1)$ and $G2 = (V2; E2)$ is $G3 = G1 \oplus G2$, whose vertex set $V3 = (V1 \cup V2)$, and edge set contains only edges of $G1$ and $G2$ that are either in $G1$ or $G2$ but not in both.
- **Cartesian product:** of two graphs $G1 = (V1; E1)$ and $G2 = (V2; E2)$ is $G3 = G1 \times G2$, whose vertex set $V3 = V1 \times V2$ is formed by making set $V1$ adjacent to set $V2$, and the edge set $E3$ is formed consequently due to vertex adjacency property.
- **Tensor Product:** of two graphs $G1 = (V1; E1)$, represented as an adjacency matrix $[G1]_{mn}$ and $G2 = (V2; E2)$, represented as an adjacency matrix $[G2]_{pq}$, is $G3 = G1 \otimes G2$, represented as a $m \times p \times n \times q$ block matrix

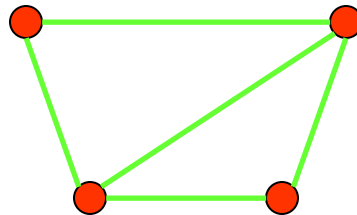
Operations on Graphs

Definition: The **union** of two simple graphs $G_1 = (V_1, E_1)$ and $G_2 = (V_2, E_2)$ is the simple graph with vertex set $V_1 \cup V_2$ and edge set $E_1 \cup E_2$.

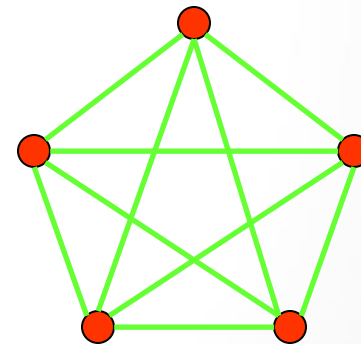
The union of G_1 and G_2 is denoted by $G_1 \cup G_2$.



G_1



G_2

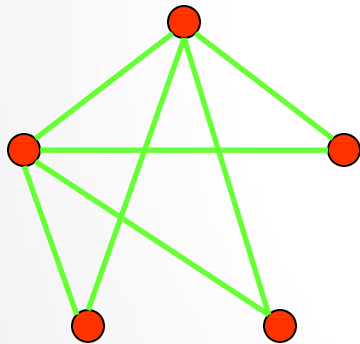


$G_1 \cup G_2$

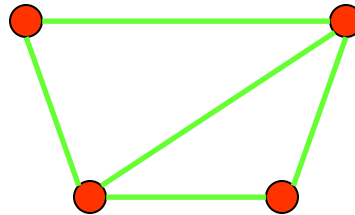
Operations on Graphs

Definition: The **Intersection** of two simple graphs $G_1 = (V_1, E_1)$ and $G_2 = (V_2, E_2)$ is the simple graph with vertex set $V_1 \cap V_2$ and edge set $E_1 \cap E_2$.

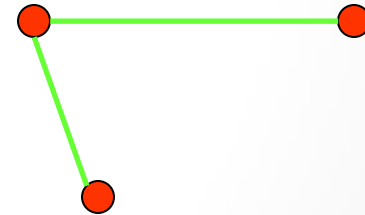
The Intersection of G_1 and G_2 is denoted by $G_1 \cap G_2$.



G_1



G_2



$G_1 \cap G_2$